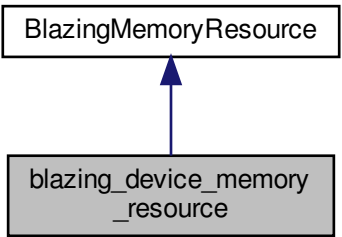


BlazingMemoryResource



```
graph BT; A[blazing_disk_memory_resource] --> B[BlazingMemoryResource]
```

blazing_disk_memory
_resource